



# DES MOINES CORPORATE *GAMES*

## DOUBLES PING PONG RULES

### Eligibility

All players must be regular employees (full or part-time), interns or retirees of companies registered for the Des Moines Corporate Games.

### General Rules

1. Current ITTF rules will apply unless noted below.
2. Players will be required to provide their own paddles. DMCG will provide Ping Pong balls.
3. Teams will consist of 2 players.
4. Each participating company will be allowed 1 Men's and 1 Women's team
5. Players must alternate hitting the ball and allow it to bounce on their side of the table before returning it.
6. In doubles, the serving and receiving players must alternate after every two points, and each player must serve for an entire sequence of points. The sequence starts with the right-hand server serving to the right-hand receiver. After 2 points, the server switches sides with his/her teammate. The teammate serves from the right side. After 2 points the serve switches to the other team and they complete the same sequence. The serve must cross from right to left diagonally or vice versa. Switch sides of the table each time all 4 players have completed their 2 serves.
7. The team listed on top of the bracket has choice of serving first or side of table.
8. There is a 10-minute time limit per game
9. Winner's Bracket Format
  - a. 1 game to 21 – Win by 2 (Cap of 25)
10. Consolation Bracket Format
  - a. 1 Game to 15 points – Win by 2 (Cap of 17)
11. The tournament format will be double elimination.

### Scoring

The “**servicing team**” scores a point if...

1. The service is missed by the receiving team after hitting in the court of play.
2. A shot is hit into the net by the receiving team.
3. A shot is hit out of the court of play by the receiving team.
4. The receiving team hits out of order.
5. The receiving team lets the ball bounce twice in the court of play.
6. The ball is hit beyond the white line this includes the edge or side of the table.

The “**receiving team**” scores a point if...

1. A shot goes off the table without touching the court off the serve and/or return.
2. A shot is hit into the net on the serve.
3. The serving team hits out of order during the return.
4. The serving team lets the ball bounce twice in the court of play.
5. The ball is hit beyond the white line this includes the edge or side of the table.
6. The serve fails to land in the box on the right-hand side.

### DMCG Point System

- o Medals will be awarded to the top three finishers in each category per division. Points will be awarded to the top six teams within each category per division, as follows:

Place	Points
1 <sup>st</sup>	500
2 <sup>nd</sup>	400
3 <sup>rd</sup>	300
4 <sup>th</sup>	200
5 <sup>th</sup>	50
6 <sup>th</sup>	50



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- o Participation points will be awarded for all individuals or teams in the DMCG. To receive participation points, individuals or teams must complete the event as designed. Points for participation in Ping Pong competition are as follows:

Event	Participation Points
Ping Pong	50/Team

- o DMCG will assess Penalty Points to those companies whose competitors **do not show up for bracketed events**. It diminishes the spirit of the Games when a team or individual travels from across the Des Moines area to participate in one of these events, only to have their opponent forfeit. Penalty points will be assessed for the following events:

Event	Penalty Points
Ping Pong	-50